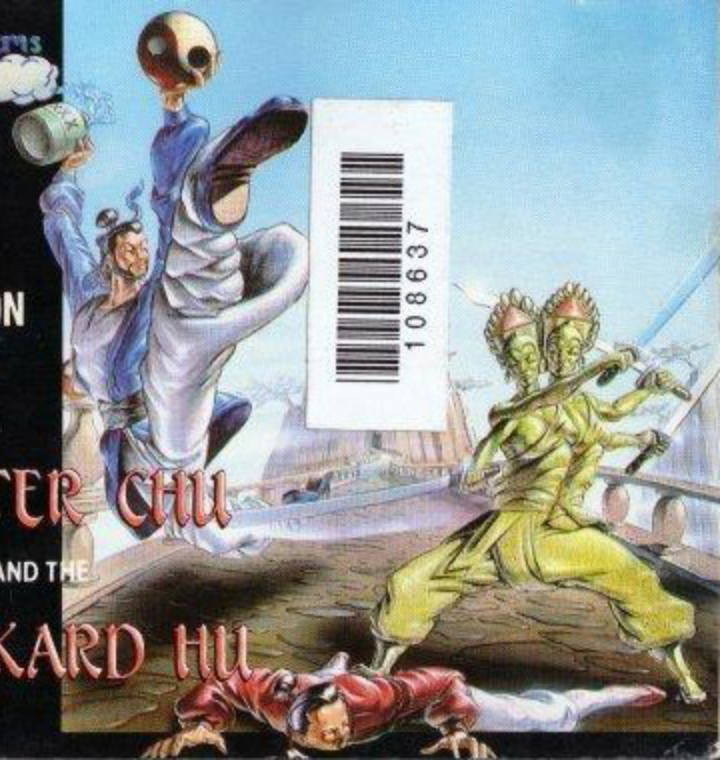
Color Dreams

COLOR DREAMS, INC.
CUSTOMER SERVICE DEPARTMENT
2700 E. IMPERIAL HWY., BLDG. B
BREA, CA 92621

Color Dreams

INSTRUCTION MANUAL

MASTER CHU AND THE DRUNKARD HU



MASTER CHU AND THE DRUNKARD HU CONTROL SUMMARY

Controls

Left and Right Arrows:	Move Master Chu in the indicated directions.
Up Arrow:	Push Up Arrow to jump.
Button A:	Push Button A to fire.
Button B:	Raises the fan or the knife to block shots from enemies.
Start Button:	Starts the game. Also freezes the game.
Select Button:	Selects options on the screen.

Special Objects

Symbol of Harmony:	Collect 8 symbols to complete each world.
Flaming Key of Freedom:	After defeating the boss between worlds, collect the key to enter the next world.
Scrolls of Knowledge:	Allows double or triple shooting capabilities.
Pearl of Power:	Replenishes life force by 2 notches.
Living Ginseng:	Replenishes life force completely.
Amulet of Invulnerability:	Makes Master Chu invulnerable for several seconds.
The Sacred Box:	Gives you an extra life.

MASTER CHU AND THE DRUNKARD HU

I. Introduction

Return to a mythical time in the Far East, when the legendary Siamese-Twin Shiva, God of destruction, cursed your village with fearsome evil spirits. Despaired by repeated failures to drive out Shiva's evil demons, your best friends, Master Hu, has turned into a drunkard. You, Master Chu must search through hostile palaces and temples to find and destroy this four armed incarnation of Shiva. If you would like, just ask your teammate, the Drunkard Hu to help out. Playing together can be a lot of fun!

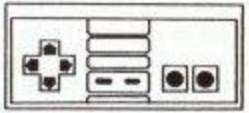
Copyright ©1990 Color Dreams, Inc.
Copyright ©1990 Joy Van

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

Nintendo, Nintendo Entertainment System and NES are trademarks of Nintendo of America, Inc..

II. GAME CONTROL



Left and Right Arrows: Move Master Chu in the indicated directions.

Up Arrow: Push Up Arrow to jump.

Button A: Push Button A to fire a shot.

Button B: Raises the Fan or the Knife to block shots from enemies.

Select Button: Selects either one or two player mode. Also allows the player to continue a new game from the current world. You are only allowed to continue 3 times. If you pass beyond the 8th world, selecting continue will always put you back to the 8th world.

Start Button: Starts the game. The Start Button is also used to freeze the game during play.

III. GAME MECHANICS

There are a total of 10 worlds and you are allowed 3 lives per player per game. In the first 7 worlds you must find and collect the 8 Symbols of Harmony. When the symbol counter reaches 8, you will be lifted and transported to duel with the boss in that world. You must defeat the boss and find the key which will open the door to the next world. World 8 and 9 permit you to challenge the bosses directly. World 10 is where you will encounter the Siamese Twin Shiva Statue.

Master Chu and his partner (an optional second player), the Drunkard Hu, each starts with 12 units of life force. Every time the Master is hit or comes in contact with an enemy the life force is reduced by 2 units. If the life force is fully depleted and the Master is hit again, you loose a life.

IV. DOUBLE PLAYERS

This game features simultaneous play for two players. If you are playing a double players game and one player looses all three lives, he must wait for the other player to finish. Upon the end of a double players game, both players will be given the option to continue. When the players are too far apart from each other, the screen will stop scrolling until one player moves away from the edge of the screen. This way both players will always remain on the screen.

V. SPECIAL ITEMS

Try to find these items by shooting into dark holes or directly at objects.

SYMBOLS OF HARMONY

Symbols of Harmony - When you have collected a total of 8 symbols, you will then earn your right to challenge the boss. The symbol counter is at the bottom of the screen.

SCROLLS OF KNOWLEDGE

Scrolls of Knowledge - Allows double or triple shooting capabilities.

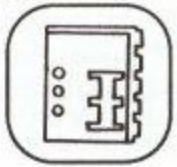
AMULET OF INVULNERABILITY

Amulet of Invulnerability - Makes you invincible for several seconds.

V. SPECIAL ITEMS (Continued)

PEARL OF POWER

LIVING GINSENG



THE SACRED BOX

FLAMING KEY OF FREEDOM

Pearl of Power - Replenishes your life force by 2 units.

Living Ginseng - This fast runner belongs to a rare and valuable species which can fully replenish your fading life force. Catch them before they get away.

The Sacred Box - Collecting this treasure will get you an extra life. See which player can get to it first.

Flaming Key of Freedom - Unlocks the secret passage to the next world.

VI. ENEMIES

GREEN SERPENT

Green Serpent - One bite from this venomous snake will decrease your life force by 2 notches.

TARANTULA

Tarantula - Hanging from the ceiling. These ruthless predators often catch you by surprise.

KILLER SILK WORM

Killer Silk Worm - A whole procession of these killers can drain your power quickly. Shoot them before they rub their poisonous glands on you.

DRAGON

Dragon - Find its weakness and you can disable its fearsome power.

JAWS OF STEEL

Jaws of Steel - Anticipation is the only way to avoid this fast moving enemy.

DEVIL'S HALO

Devil's Halo - Be on your toes, for their zigzag motion can easily catch you off guard.

VAMPIRE BAT

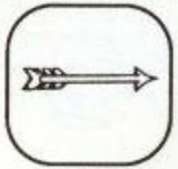
FIRE DEMON

BEAKED WASP

DIABOLICAL DUCK

SHIVA

FLOWER OF DESTRUCTION



ARROW

GREAT BALL OF FIRE

FLYING SPARKS

VII. BOSSES

Here are the toughest enemies that you will encounter in this adventure.

STUMP STOMPER

BANDIT

MASKED ASSASSIN

NINJA

EVIL ELF

ENCHANTED STONE HEAD

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®.

90 DAY LIMITED WARRANTY

Color Dreams, Inc. (MANUFACTURER) warrants to the original purchaser that this Color Dreams Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Color Dreams will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: COLOR DREAMS, INC. CUSTOMER SERVICE DEPARTMENT 2700 E. IMPERIAL HWY., BLDG. B, BREA, CA 92621.

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. In no event shall Color Dreams be held liable for incidental and/or consequential damages for the breach of any express or implied warranties. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

MASTER CHU AND THE DRUNKARD HU EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: ____/____/____ PHONE # (Optional): (_____) _____-_____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1) GAME'S OVERALL ENTERTAINMENT VALUE	1	2	3	4	5
2) COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1	2	3	4	5
3) COMPARED WITH ALL EXISTING GAMES	1	2	3	4	5
4) VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1	2	3	4	5
5) GRAPHICS (COLOR, DESIGN, ANIMATION)	1	2	3	4	5
6) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1	2	3	4	5
7) DIFFICULTY LEVEL (1: TOO EASY . . . 5: TOO DIFFICULT)	1	2	3	4	5
8) FLAWS OR PROBLEMS (1: NONE . . . 5: TOO MANY)	1	2	3	4	5

PLACE STAMP HERE

COLOR DREAMS INC.
2700 IMPERIAL HWY., BLDG. B
BREA, CA. 92621